CHARACTER NAME: 3 Monk | CAREER LEVEL: 3 | PLAYER: Human | CLASS AND LEVEL | RACE | ALIGNMENT | DEITY

SIZE | AGE | GENDER | HEIGHT | WEIGHT | EYES | HAIR | SKIN

DUNGEONS & DRAGONS® CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH	16	3		
DEX DEXTERITY	14	2		
CON CONSTITUTION	13	1		
INT INTELLIGENCE	12	1		
WIS WISDOM	15	2		
CHA CHARISMA	10	0		

HP HIT POINTS — TOTAL: | WOUNDS/CURRENT HP: | NONLETHAL DAMAGE:

SPEED: 40

AC ARMOR CLASS: 27 = 10 + 9 (ARMOR BONUS) + 0 (SHIELD BONUS) + 2 (DEX MODIFIER) + 0 (SIZE MODIFIER) + 2 (NATURAL ARMOR) + 2 (DEFLECTION MODIFIER) + 2 (MISC MODIFIER) — TOTAL

DAMAGE REDUCTION: 0

TOUCH ARMOR CLASS: | **FLAT-FOOTED** ARMOR CLASS:

INITIATIVE MODIFIER: 2 = 2 (DEX MODIFIER) + 0 (MISC MODIFIER) — TOTAL

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	4	3	1	0	0	
REFLEX (DEXTERITY)	5	3	2	0	0	
WILL (WISDOM)	5	3	2	0	0	

CONDITIONAL MODIFIERS: +2 against enchantment school

BASE ATTACK BONUS: 2

SPELL RESISTANCE: 0

GRAPPLE MODIFIER: 5 = 2 (BASE ATTACK BONUS) + 3 (STRENGTH MODIFIER) + 0 (SIZE MODIFIER) + 0 (MISC MODIFIER) — TOTAL

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Unarmed Strike	5	1d6+3	

RANGE	TYPE	NOTES

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Stunning Fist	DC 17		

RANGE	TYPE	NOTES
		3 Times/day

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Flurry of Blows	0/0	1d6+3	

RANGE	TYPE	NOTES

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Calming Aura	DC 15		

RANGE	TYPE	NOTES

AMMUNITION _____

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION _____

SKILLS

MAX RANKS (CLASS/CROSS-CLASS): 6.0 /3.0

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	=	ABILITY MODIFIER	+	RANKS	+	MISC MODIFIER
☐	Appraise ■	INT	1.0	=	1	+		+	
☐	Balance ■	DEX*	2.0	=	2	+		+	
☐	Bluff ■	CHA	0.0	=	0	+		+	
☐	Climb ■	STR*	9.0	=	3	+	6.0	+	
☐	Concentration ■	CON	1.0	=	1	+		+	
☐	Craft ■ (_____)	INT	1.0	=	1	+		+	
☐	Craft ■ (_____)	INT	1.0	=	1	+		+	
☐	Craft ■ (_____)	INT	1.0	=	1	+		+	
☐	Decipher Script	INT	0.0	=	1	+		+	
☐	Diplomacy ■	CHA	12.0	=	0	+	6.0	+	6
☐	Disable Device	INT	0.0	=	1	+		+	
☐	Disguise ■	CHA	0.0	=	0	+		+	
☐	Escape Artist ■	DEX*	2.0	=	2	+		+	
☐	Forgery ■	INT	1.0	=	1	+		+	
☐	Gather Information ■	CHA	0.0	=	0	+		+	
☐	Handle Animal	CHA	0.0	=	0	+		+	
☐	Heal ■	WIS	2.0	=	2	+		+	
☐	Hide ■	DEX*	2.0	=	2	+		+	
☐	Intimidate ■	CHA	0.0	=	0	+		+	
☐	Jump ■	STR*	9.0	=	3	+	6.0	+	
☐	Knowledge (_____)	INT	0.0	=	1	+		+	
☐	Knowledge (_____)	INT	0.0	=	1	+		+	
☐	Knowledge (_____)	INT	0.0	=	1	+		+	
☐	Knowledge (_____)	INT	0.0	=	1	+		+	
☐	Knowledge (_____)	INT	0.0	=	1	+		+	
☐	Listen ■	WIS	8.0	=	2	+	6.0	+	
☐	Move Silently ■	DEX*	2.0	=	2	+		+	
☐	Open Lock	DEX	0.0	=	2	+		+	
☐	Perform (_____)	CHA	0.0	=	0	+		+	
☐	Perform (_____)	CHA	0.0	=	0	+		+	
☐	Perform (_____)	CHA	0.0	=	0	+		+	
☐	Profession (_____)	WIS	0.0	=	2	+		+	
☐	Profession (_____)	WIS	0.0	=	2	+		+	
☐	Ride ■	DEX	2.0	=	2	+		+	
☐	Search ■	INT	1.0	=	1	+		+	
☐	Sense Motive ■	WIS	6.0	=	2	+	4.0	+	
☐	Sleight of Hand	DEX*	0.0	=	2	+		+	
☐	Spellcraft	INT	0.0	=	1	+		+	
☐	Spot ■	WIS	7.0	=	2	+	5.0	+	
☐	Survival ■	WIS	2.0	=	2	+		+	
☐	Swim ■	STR*	6.0	=	3	+	3.0	+	
☐	Tumble	DEX*	0.0	=	2	+		+	
☐	Use Magic Device	CHA	0.0	=	0	+		+	
☐	Use Rope ■	DEX	2.0	=	2	+		+	
☐	_____	____		=	____	+	____	+	____
☐	_____	____		=	____	+	____	+	____
☐	_____	____		=	____	+	____	+	____

■ *Denotes a skill that can be used untrained.*
☐ *Mark this box with an X if the skill is a class skill for the character.*
* *Armor check penalty, if any, applies. (Double penalty for Swim.)*

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CAMPAIGN

EXPERIENCE POINTS

GEAR

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY

SPELL FAILURE	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

OTHER POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
			TOTAL WEIGHT CARRIED		0.0

0	0	0	0	0	0
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD (EQUALS MAX LOAD)	LIFT OFF GROUND (2 × MAX LOAD)	PUSH OR DRAG (5 × MAX LOAD)

MONEY

CP — 0

SP — 0

GP — 0

PP — 0

FEATS

Sacred Vow	PG.
Vow of Poverty	
Vow of Peace	
Vow of Nonvoilence	
Stunning Fist	
Improved Unarmed Strike	

SPECIAL ABILITIES

	PG.
Flurry of Blows	
Unarmed Strike	
Evasion	
Still Mind	
Endure Elements	
Calming Aura	

LANGUAGES

Initial languages = Common + racial languages + one per point of Int bonus

SPELLS

DOMAINS/SPECIALTY SCHOOL:

0:

1ST:

2ND:

3RD:

4TH:

5TH:

6TH:

7TH:

8TH:

9TH:

SPELL SAVE ☐ DC MOD

ARCANE SPELL FAILURE ☐ %

CONDITIONAL MODIFIERS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0		0
		1ST		
		2ND		
		3RD		
		4TH		
		5TH		
		6TH		
		7TH		
		8TH		
		9TH		

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